| Module Name |  | Module Leader            | No. of students<br>on module | No. accessing survey | No. completing survey | % Completion rate (no. completing survey / no. accessing survey) | % Response<br>Rate (no.<br>completing<br>survey / no. of<br>students on<br>module) | Overall I rate this<br>module as<br>[overall score] |     | The module was well organised | The structure<br>of the module<br>VLE page was<br>useful | The module<br>delivered on its<br>learning<br>outcomes |
|-------------|--|--------------------------|------------------------------|----------------------|-----------------------|--|--|---|-----|-------------------------------|--|--|
| HCIN        | Human-Computer Interaction                                       | Burak<br>Merdenyan       | 307                          | 38                   | 31                    | 82.0%  | 10.1%  | 3.3   | 3.3 | 3.7                           | 3.8  | 3.5  |
| SOF1        | Software 1: Foundations of Programming for Computer Science      | Dawn Wood                | 357                          | 43                   | 31                    | 72.1%  | 8.70%  | 3.8   | 3.9 | 3.8                           | 4.0  | 4.0  |
| THE1        | Theory 1: Mathematical Foundations of Computer Science           | Chris Crispin-<br>Bailey | 307                          | 32                   | 19                    | 59.4%  | 6.2%   | 3.5   | 3.2 | 4.0                           | 3.9  | 3.9  |
| ENG1        | Engineering 1: Software & Systems Engineering                    | Kostas Barmpis           | 205                          | 18                   | 16                    | 88.9%  | 7.8%   | 3.6   | 3.7 | 3.6                           | 3.6  | 3.8  |
| SYS2        | Systems & Devices 2: Operating Systems, Security, and Networking | Poonam Yadav             | 185                          | 21                   | 20                    | 95.2%  | 10.9%  | 3.2   | 3.7 | 3.0                           | 4.3  | 3.7  |
| THE3        | Theory 3: Computability, Complexity and Logic                    | Detlef Plump             | 205                          | 21                   | 19                    | 90.5%  | 9.3%   | 3.7   | 3.6 | 4.1                           | 4.3  | 4.1  |
| AURO        | Autonomous Robotic Systems Engineering                           | Pedro Ribeiro            | 127                          | 37                   | 36                    | 97.3%  | 28.3%  | 3.6   | 4.1 | 3.7                           | 4.4  | 4.0  |
| CTAP        | Cryptography Theory & Practice                                   | Sia<br>Shahandashti      | 93                           | 13                   | 11                    | 84.6%  | 11.9%  | 4.3   | 4.4 | 4.4                           | 4.6  | 4.3  |
| HINT        | High-Integrity Systems Engineering                               | Claire Ingram            | 48                           | 13                   | 12                    | 92.3%  | 25.0%  | 4.1   | 4.0 | 3.9                           | 4.1  | 4.5  |
| HIPC        | High-Performance Parallel & Distributed Systems                  | Steven Wright            | 45                           | 10                   | 9                     | 90.0%  | 20.0%  | 5.0   | 5.0 | 4.6                           | 4.8  | 4.9  |
| IDEV        | Interaction Design and Evaluation                                | Joe Cutting              | 30                           | 26                   | 21                    | 80.8%  | 70.0%  | 4.8   | 4.9 | 4.8                           | 4.7  | 4.8  |
| NETS        | Network Security   | Yuchen Zhao              | 147                          | 17                   | 13                    | 76.5%  | 8.8%   | 4.4   | 4.5 | 4.5                           | 4.8  | 4.6  |
| QUAL        | Qualitative Approaches to Investigating UX                       | Jen Beeston              | 71                           | 13                   | 12                    | 92.3%  | 16.9%  | 4.6   | 4.5 | 4.8                           | 4.4  | 4.8  |
| ROCS        | Research Methods in Computer Science                             | Will Smith               | 80                           | 35                   | 33                    | 94.3%  | 41.3%  | 4.5   | 4.4 | 4.6                           | 4.6  | 4.6  |
| VICO        | Computer Vision & Graphics                                       | Claudio<br>Guarnera      | 54                           | 16                   | 16                    | 100.0%   | 29.6%  | 3.4   | 4.1 | 3.2                           | 3.9  | 3.4  |
| FOAM        | Foundations of AI & Machine Learning                             | Tommy Yuan               | 17                           | 9                    | 9                     | 100.0%   | 52.9%  | 4.8   | 4.4 | 4.9                           | 4.9  | 4.8  |